

ABSTRACT OF THE DISCLOSUREGAME SYSTEM WITH ENHANCED CONTROL FOR MOVING DISPLAYED  
VIRTUAL OBJECTS

An electronic game system comprises a central processing unit, a display device (D) and at least one displaceable input actuator (M) such as a gamepad.

It is remarkable in that it comprises means ( $E_A-E_D$ ,  
5  $R_1, R_2$ ) of transmitting/receiving signals between a fixed part (D) of the system and the said actuator (M), processing means capable of deriving at least one item of actuator position and / or orientation information from  
10 the said signals, and control means that can apply the position and / or orientation information to the processing unit, to act on the displacement of virtual objects displayed on the display device.

Application to all types of electronic games, with vertical or flat screen.

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(Figure 1a).